

# Dusan Kovic

LOOKDEV / TEXTURING / LIGHTING / RENDERING

Novi Sad, Serbia  
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## EXPERIENCE

### **Autodesk, US** — *Texture Painter/Lookdev Artist/Beta Tester*

September 2017 - PRESENT

Painting textures and doing lookdev on the Hyperspace Madness and some external projects. Testing Maya, Arnold and providing error/bug reports and suggestions to the development team.

### **Crater VFX Training Center, Belgrade** — *Course instructor*

June 2018 - PRESENT

Digital shading, lighting and rendering with Arnold course instructor

### **Eipix Entertainment, Novi Sad** — *Lighting/Rendering Lead*

May 2017 - March 2018

Texture painting, Lookdev, Lighting, Rendering, Compositing. Also doing render farm management, helping other artists in the team

### **Eipix Entertainment, Novi Sad** — *Lead cinematic artist*

November 2014 - May 2017

Creating cinematics, in-game animations for HOPA games and leading a small team of artists. Supervising and teaching other artists in team.

### **Eipix Entertainment, Novi Sad** — *Senior cinematic artist*

November 2012 - November 2014

Creating cinematics and ingame animations for HOPA games

## EDUCATION

### **Faculty of technical sciences, Novi Sad** — *Bachelor with honours in Graphic engineering and design*

October 2007- September 2011

### **Technical School "Mihajlo Pupin", Kula** — *Computer technician, high school diploma*

September 2003 - June 2007

## SKILLS

Lookdev, Modeling, Texture Painting, Lighting, Compositing, Rendering, Photogrammetry, Basic Scripting in Maya

## SOFTWARE KNOWLEDGE

Maya, Arnold, Mari, Nuke, After Effects, Photoshop, Substance Painter, Zbrush, UV Layout, Agisoft Photoscan

## LANGUAGES

English, Serbian

## HOBBIES / INTERESTS

Digital and Analog photography, Hiking, Mountain/Road biking, Music, Science

## REFERENCES

[Arvid Schneider](#), Sr. Lighting TD at **Industrial Light and Magic**  
WEB: [arvidschneider.com](http://arvidschneider.com)  
CONTACT: [arvidschneider@ilm.com](mailto:arvidschneider@ilm.com)

[Nikola Milošević](#), Product Owner and Principal Product Designer at **Autodesk**  
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[Frederic Servant](#), Software Development Manager, **Solid Angle** at **Autodesk**  
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[Patrick LeMay](#), Quality Assurance Analyst at **Autodesk**  
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[Djordje Ilić](#), Environment/Generalist TD at **Framestore**  
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[Aleksandar Kocić](#), Pipeline TD at **Crater Studio**  
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[Bojan Milanko](#), Head of Premium Production at **Eipix Entertainment**  
CONTACT: [bojan.milanko@eipix.com](mailto:bojan.milanko@eipix.com)

## AWARDS AND PUBLICATIONS

3d total excellence award for artwork [Coffee Table](#)

3d total CG Artist [interview](#)

Coffee table featured at [alShaders website](#)

3D Artist magazine Coffee table [tutorial](#)

Humster3D Best environment award for artwork [Misty Morning](#)

Humster3D Honourable mentions for artwork [Long Exposure](#)

3D Artist magazine - included in [100 influential artists](#)

3D Artist magazine Embellish your Maya scene [tutorial](#)

3D Artist magazine Autodesk Maya 2018 [review](#)

Robot Soldier on [GTC presentation for GPU Arnold](#)